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NEW AND IMPROVED

TWO PERSON

IMPLEMENTS:—THE FISH POND, TWO FISH

THE BOX is a fish pond. The fish are put into the holes or slits, and appear with their noses just out of the water. This is called stocking the pond.

Both players join in stocking the pond, each putting the fish in on the side or end nearest to him. The box is then turned around, so that each player will fish in a part of the pond which was filled by his opponent.

As soon as the pond is filled, and the players are ready, each commences to fish, and continues to do so, until all the fish are caught except one for each player, which number must be left in the pond.

The players continue to fish as long as a single fish remains in the pond in excess of this number but stop instantly when this fish is caught.

5864

PATENTED JANUARY

FISH POND GAME.

3 CAN PLAY.

POLES AND A SET OF NUMBERED FISH.

If, for illustration, but three fish remain in the pond, each will try to catch one of these fish, and as soon as one is drawn out, that ends the fishing.

If, in such case, both draw out a fish at the same instant, so that it cannot be decided which one is entitled to it, the fish must be put back into the pond, and the players try over again.

If the result is the same on the second trial, the fishing ceases, and the count for game takes place.

The number on each fish caught represents its value, and the player having caught the greatest value of fish wins the game.

Some players prefer to have the game decided by the number of fish caught, instead of by their value, the one catching the largest number being the winner.

Y 28. 1890.

Handwritten notes on the right side of the page, including a circled 'e', a horizontal line, and vertical text: '69', 'M', 'D', '103', '2', '5', '0', '100', '1', '4', '1'.